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LLNL-TR-564554

Radiation Field Simulation and Estimation Algorithms for a Mobile Sensor and a Stationary Unknown Source

G. A. Clark

August 10, 2012

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LLNL-TR-564554

Radiation Field Simulation and Estimation Algorithms for a Mobile Sensor and a Stationary Unknown Source

June 5, 2009



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Auspices and Disclaimer

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“Distributed Nuclear Detector Array (DNDA)” Project: “Data Fusion for High Sensitivity Tracking Using Distributed Mobile Radiation Detector Arrays,” PI: Simon Labov, LLNL, Sponsor: Department of Homeland Security (DHS) Domestic Nuclear Detection Office (DNDO)

Clark_DNDA_Results_1

Radiation Field Simulation and Estimation Algorithms for a Mobile Sensor and a Stationary Unknown Source: Initial Results

May 13, 2009



Grace A. Clark
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This work performed under the auspices of the U.S. Department of Energy by
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LLNL-XX-XXXXX

We Have an Interdisciplinary Team

- Simon Labov (LLNL/GHS) Principal Investigator
- Tom Edmunds (LLNL/NSED): Systems Engineering
- Yiming Yao (LLNL/NSED): Simulations
- Larry Hiller (LLNL, Physics): Simulations, Algorithms, systems
- Maya Gokhale (LLNL/ CS): Networks
- Gardar Johannesson (LLNL/NSED): Algorithms
- Dale Sloan (LLNL): Physics
- Richard Wheeler (LLNL): Physics
- Karl E. Nelson (LLNL/NSED): Algorithms, physics
- Grace Clark (LLNL/NSED: Estimation/Detection Algorithms

- Garrett Jernigan (UCB): Algorithms
- Adel Ganem (Zontrak Inc., San Ramon, CA): Networks
- K. Mani Chandy (Caltech): Algorithms
- Annie Liu (Caltech): Algorithms
- Ryan McLean (Caltech): Algorithms
- Matt Wu (Caltech): Algorithms

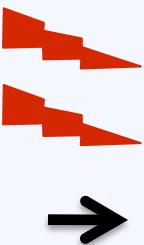


Agenda

- Introduction
- Algorithm R&D Plans
- Technical Approach
- Current Results
- Discussion and Plans



Algorithm R&D Plans in Priority Order



- Derive and Implement the Background and Source Simulation Algorithms
- Document the Background and Source Simulation Algorithms
- • Derive and Document the Proposed Backpropagation Algorithm
- Implement the Proposed Backpropagation Algorithm and possibly some others
- R&D for a new full inversion algorithm with proximity and energy constraints
 - For a single block of measurements
 - For multiple blocks of measurements
- Future Work:
 - Fold in attenuation away from the source: occlusions, shielding, etc.
 - Fold in asymmetric sources: occlusion near the source

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Problem Definition



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Problem Definition

Given:

- A Simple two-dimensional (planar) radiation field (no buildings, etc.)
 - A grid of radiation samples
- A single constant radiation point source
- A single mobile radiation sensor traveling along a planar trajectory one meter above the plane measuring counts per second at each grid point
- Measurements of the sensor position (GPS) along the trajectory

Goals:

- Estimate the radiation (counts/sec) at each point on the 2D grid based only upon the sensor measurements acquired along the sensor trajectory.
- Detect the source, estimate its location and estimate its radiation strength.



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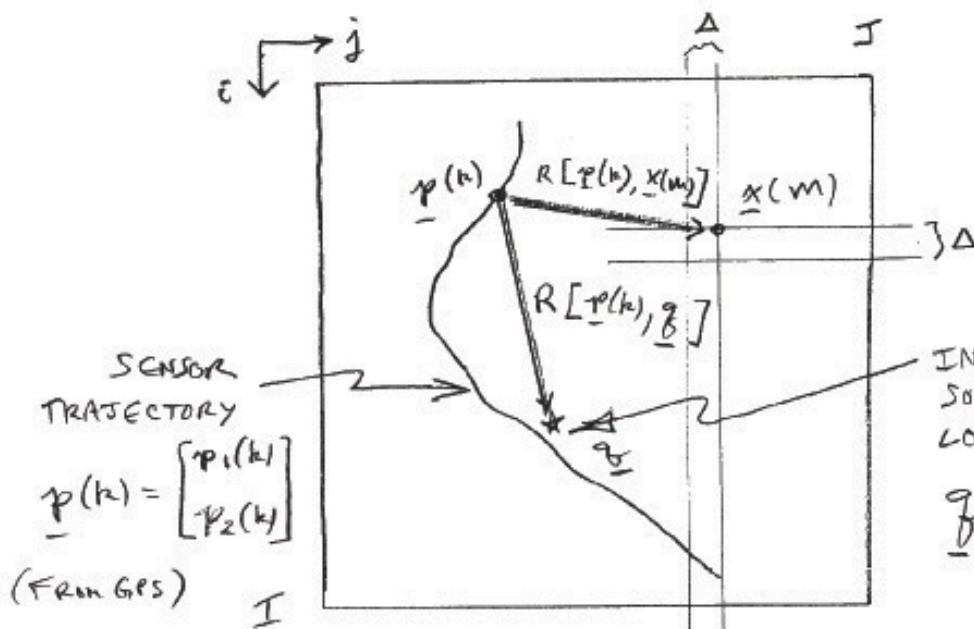
Derivation of the Algorithms for Simulating Background and Source Radiation



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Simulations Algorithms Derivation p.1

PROBLEM DESCRIPTION: THE SPATIAL GRID



$$x(m) = \begin{bmatrix} x_1(m) \\ x_2(m) \end{bmatrix} = \begin{bmatrix} i\Delta \\ j\Delta \end{bmatrix}$$

= LOCATION VECTOR OF A POINT
ON THE SPATIAL GRID

k = TIME OR POSITION INDEX
ON THE SENSOR TRAJECTORY

Δ = SPATIAL SAMPLE
INTERVAL (m)
(ASSUME $\Delta_i = \Delta_j = \Delta$)

m = POSITION INDEX ON
THE SPATIAL GRID

SPATIAL
SAMPLE
INTERVAL
(m)

$$\underline{g} = \begin{bmatrix} g_1 \\ g_2 \end{bmatrix} = \begin{bmatrix} i\Delta \\ j\Delta \end{bmatrix}$$

NOTATION:
THE SPATIAL GRID HAS
BEEN CONVERTED TO
A VECTOR (SEE NEXT PAGE)

Simulations Algorithms Derivation p.2

NOTATION FOR POINTS ON THE SPATIAL GRID

5/12/09 4AC

- LET $X = \begin{bmatrix} | & | & | & | \\ | & | & | & | \end{bmatrix} = \begin{bmatrix} x(i,j) \end{bmatrix}$ {TREAT THE GRID AS A 2D ARRAY, THEN CONVERT IT TO A VECTOR}
 - DO A LEXICOGRAPHIC ORDERING AS IN MATLAB $X(:)$
⇒ A VECTOR FORMED BY RASTER-SCANNING BY COLUMNS

$$\begin{aligned} \underline{\underline{x}}(:) &= \left[\begin{array}{c|c|c|c} & & & \\ - & - & - & \\ & & & \} \text{ Col 1} \\ - & - & - & \\ & & & \} \text{ Col 2} \\ \vdots & & & \vdots \\ - & - & - & \\ & & & \} \text{ Col J} \end{array} \right] \\ &\stackrel{\text{Defn}}{=} \begin{bmatrix} \underline{\underline{x}}^{(1)} \\ \underline{\underline{x}}^{(2)} \\ \vdots \\ \underline{\underline{x}}^{(m)} \\ \vdots \\ \underline{\underline{x}}^{(M)} \end{bmatrix} \end{aligned}$$

$$\underline{x}(m) = \begin{bmatrix} x_1(m) \\ x_2(m) \end{bmatrix}$$

$X_1(n)$ = Rows Coorg.
 $X_2(m)$ = Columns coorg.

$$M = I \otimes$$

Simulations Algorithms Derivation p.3

- Let $\underline{x}(m) = \begin{bmatrix} x_1(m) \\ x_2(m) \end{bmatrix}$ for $m = 1, 2, \dots, M$ $M = IJ$

$x_1(m)$ = ROW COORDINATE $= i_m \Delta$

$x_2(m)$ = COLUMN COORDINATE $= j_m \Delta$

i_m = ROW INDEX

j_m = COLUMN INDEX

NOTE:
 $\underline{x}^T(m) = [x_1(m) \ x_2(m)]$

$\underline{x} =$
 $M \times I$
 $M = IJ$

$$\begin{bmatrix} \underline{x}^T(1) \\ \underline{x}^T(2) \\ \vdots \\ \underline{x}^T(m) \\ \vdots \\ \underline{x}^T(M) \end{bmatrix} = \begin{bmatrix} x_1(1) & x_2(1) \\ x_1(2) & x_2(2) \\ \vdots & \vdots \\ x_1(m) & x_2(m) \\ \vdots & \vdots \\ x_1(M) & x_2(M) \end{bmatrix}$$

Simulations Algorithms Derivation p.4

DEFINITIONS

Δ = SPATIAL SAMPLING INTERVAL (METERS)
 $i = 1, 2, \dots, I$ = ROW INDEX ON THE SPATIAL GRID (ROWS)
 $j = 1, 2, \dots, J$ = COLUMN INDEX " " " " " " (COLUMNS)

$$\left\{ \begin{array}{l} \omega(i,j) = \text{RADIATION } \left(\frac{\text{COUNTS}}{\text{SEC}} \right) \text{ ON THE SPATIAL GRID} = \underline{\text{TRUTH}} \text{ (Simulated)} \\ \Omega = [\omega(i,j)] = I \times J \text{ MATRIX OF RADIATION VALUES} \\ \text{ON THE SPATIAL GRID} \end{array} \right.$$



Simulations Algorithms Derivation p.5

$$\left\{ \begin{array}{l} \bar{q} = \begin{bmatrix} q_1 \\ q_2 \end{bmatrix} = 2 \times 1 \text{ VECTOR OF THE LOCATION OF THE POINT OF INTEREST ON THE SPATIAL GRID AT A GIVEN POSITION. WE WISH TO ESTIMATE THE RADIATION AT THIS POINT OF INTEREST} \\ q_1 = i \Delta \\ q_2 = j \Delta \end{array} \right.$$

\bar{q} = THE POSITION OF A TRUE POINT SOURCE (e.g. INJECTED)
"⊗"

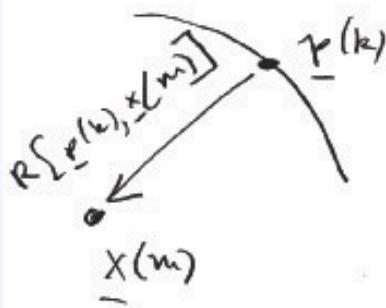
use THESE LATER

$$\left\{ \begin{array}{l} k = \text{POSITION INDEX OR TIME INDEX FOR A VECTOR POSITION} \quad k=1, 2, \dots, K \\ n = \text{TIME INDEX} = 1, 2, \dots, N \quad (\text{Karl used "i"}) \\ t_n = n \tau = \text{TIME (SECONDS) AT TIME INDEX } n \\ \tau = \text{TIME SAMPLE INTERVAL (SECONDS)} \end{array} \right.$$

Simulations Algorithms Derivation p.6

DEFINE

- $R[\underline{p}(k), \underline{x}(m)] = \text{SCALAR EUCLIDEAN DISTANCE}$
BETWEEN A POINT AT $\underline{p}(k)$
AT TIME OR POSITION k AND A
POINT $\underline{x}(m)$ ON THE SPATIAL GRID



$$\underline{p}(k) = \begin{bmatrix} p_1(k) \\ p_2(k) \end{bmatrix}, \quad \underline{x}(m) = \begin{bmatrix} x_1(m) \\ x_2(m) \end{bmatrix}$$

$$R[\underline{p}(k), \underline{x}(m)] = \| \underline{p}(k) - \underline{x}(m) \|$$

$$= \left\{ [\underline{p}(k) - \underline{x}(m)]^T [\underline{p}(k) - \underline{x}(m)] \right\}^{1/2}$$

$$\text{for } \underline{a} = [a_1, a_2]^T$$

$$\| \underline{a} \| = \langle \underline{a}, \underline{a} \rangle^{1/2}$$
$$= (\underline{a}^T \underline{a})^{1/2}$$

$$= \sqrt{a_1^2 + a_2^2}$$

Simulations Algorithms Derivation p.7

DEFINE

$$\bullet R[\underline{p}(k), \underline{q}] = \|\underline{p}(k) - \underline{q}\|$$

$$R[\underline{p}(k), \underline{q}] = \left\{ [\underline{p}(k) - \underline{q}]^T [\underline{p}(k) - \underline{q}] \right\}^{1/2}$$

$\underline{p}(k)$

\underline{q}

$\bullet S(m) =$ RADIATION VALUE (COUNTS/SEC) AT ONE METER
ABOVE THE GRID PLANE

$$= \frac{\text{COUNTS}}{\text{SEC}}$$

= THIS IS WHAT WE WANT TO ESTIMATE

Simulations Algorithms Derivation p.8

GAC's NOTES ON HOW TO SIMULATE THE MEAN OF THE POISSON PROCESS TO MAKE THE MEASUREMENTS $\underline{y}(k)$

$\underline{y}(k) = \text{SCALAR SENSOR MEASUREMENT AT POSITION } k$
 $= \text{POISSON} \left\{ \mu[\underline{p}(k)] \right\} = \text{A POISSON DRAW AT POSITION } \bar{p}_k$

$$\underbrace{\mu[\underline{p}(k)]}_{\text{MEAN}} = \sum_{m=1}^M \frac{\omega(m)}{R[\underline{p}(k), \underline{x}(m)]^2 + 1} + \frac{s(m)}{R[\underline{p}(k) - \underline{q}]^2 + 1}$$

DUE TO ONE METER ABOVE GRID PLANE

$\omega(m) = \text{BACKGROUND RADIATION (cts/sec) AT POSITION } m$

$$R[\underline{p}(k), \underline{x}(m)] = \|\underline{p}(k) - \underline{x}(m)\|$$

$$= [\underline{p}(k) - \underline{x}(m)]^T [\underline{p}(k) - \underline{x}(m)]^{1/2}$$

= DISTANCE BETWEEN THE SENSOR POSITION $\underline{p}(k)$ AND THE SPATIAL POSITION $\underline{x}(m)$

$$\frac{s(m)}{q_b} = \text{RADIATION (cts/sec) OF THE SOURCE AT POSITION } m$$

\underline{q}_b = POSITION OF THE SOURCE



Simulations Algorithms Derivation p.9

WE WISH TO SIMULATE THE RADIATION AS FOLLOWS:

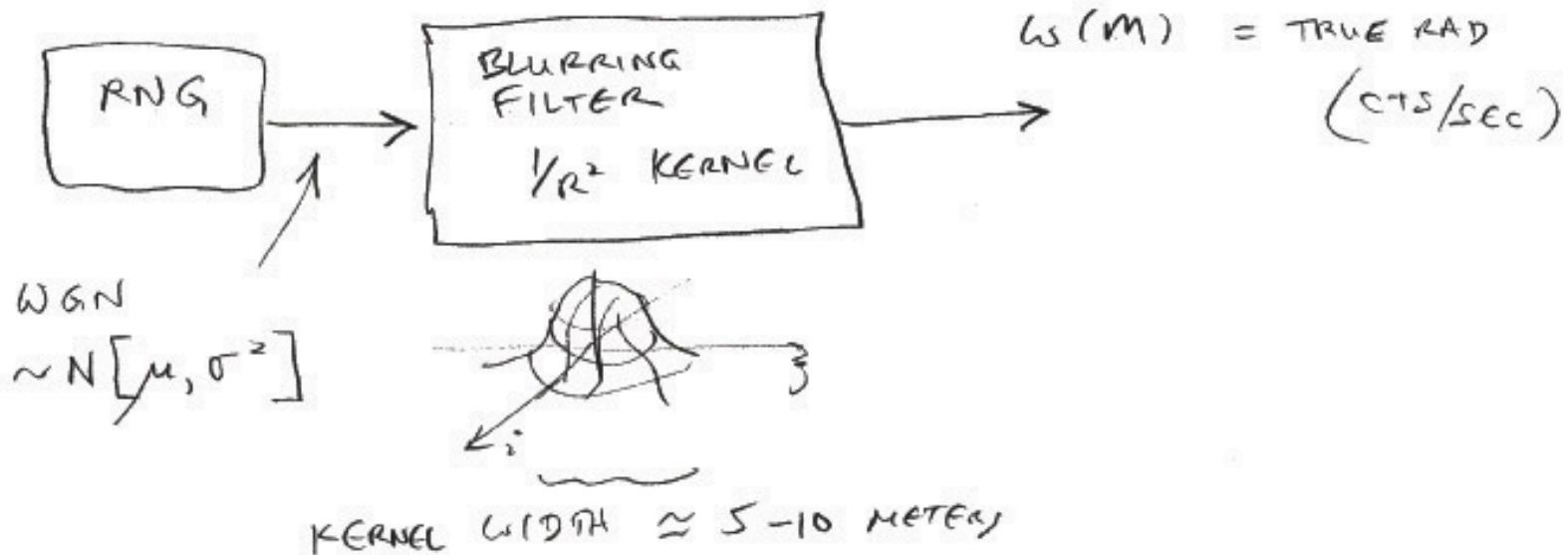
$$- s(m) = \begin{cases} 0, & \text{NO SOURCE} \\ s, & \text{INJECTED CONSTANT SOURCE} \end{cases}$$

- $s(m) \geq 0$ (ALWAYS POSITIVE)
- A REALISTIC RANGE OF VALUES FOR SIMULATION:
 - $\mu \approx 40$ COUNTS / SEC FOR BACKGROUND MEAN
 - RANGE OF BG $\approx (+20, +80)$ OVER THE MAP



Simulations Algorithms Derivation p.10

How to simulate the BG RAD:



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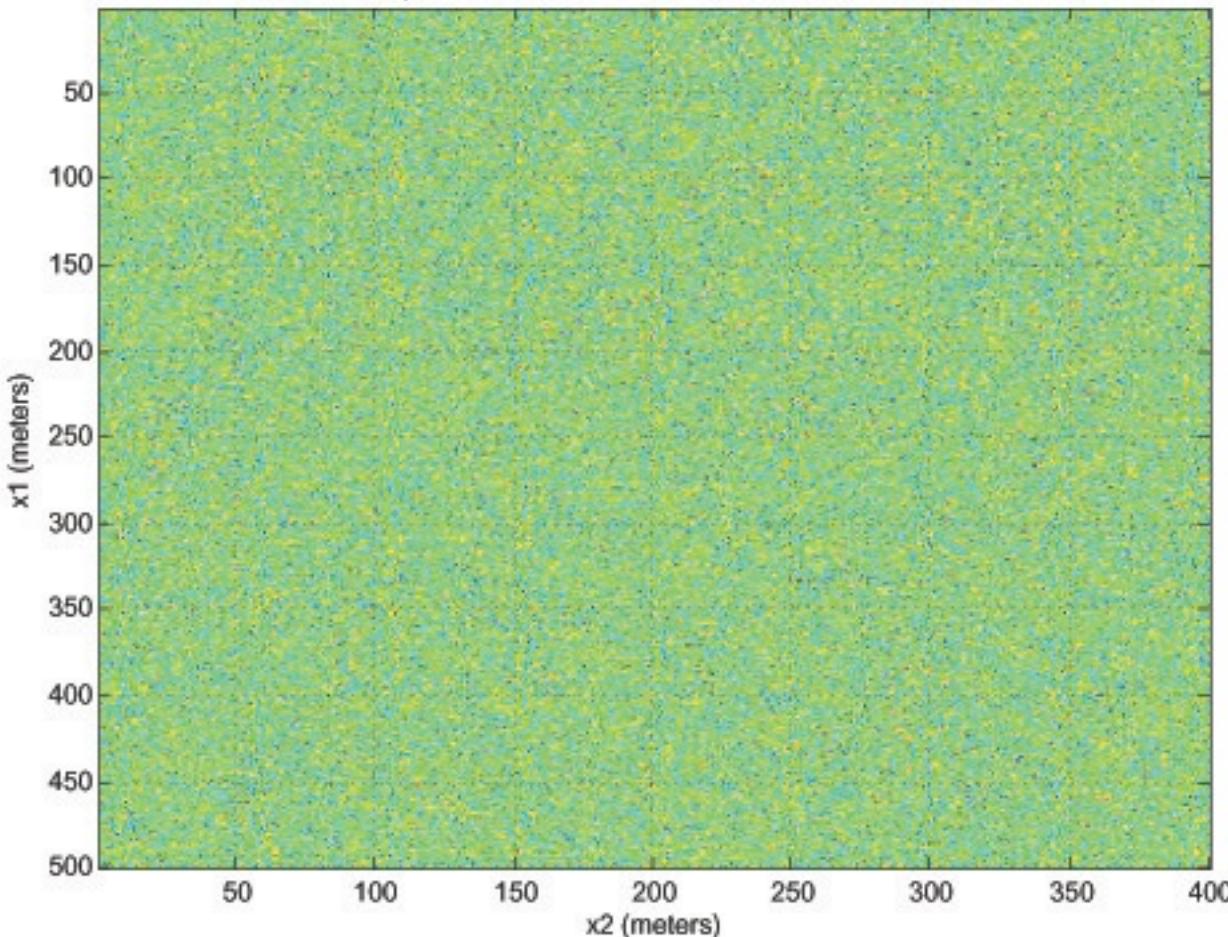
**Simulations of Background Radiation, Source
Radiation and Sensor Measurements**



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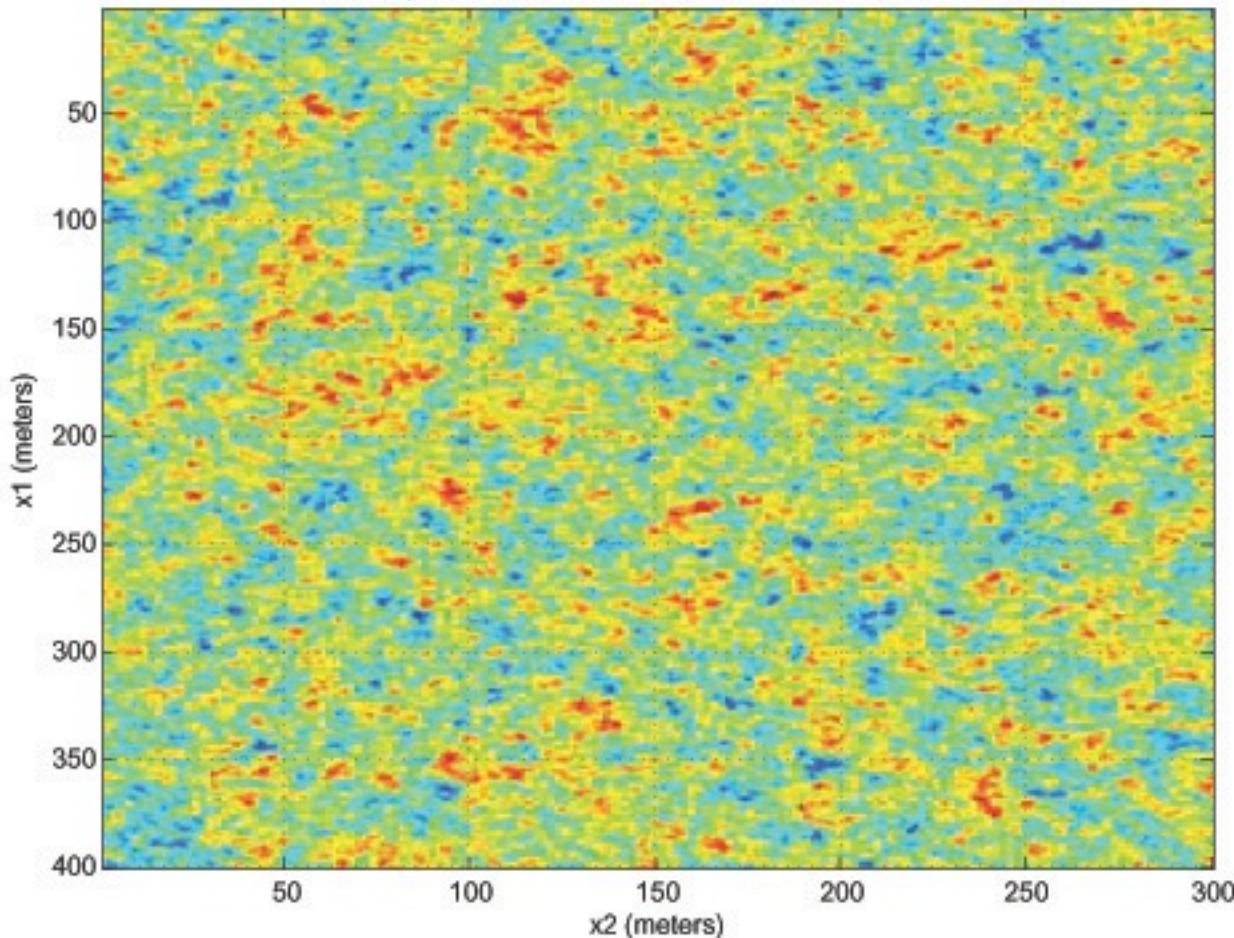
First Step in the Background Radiation Simulation: Construct a 2D Gaussian Distributed Array

W = Gaussian Distributed Radiation Field to be Lowpass Filtered in the Next
Step with a $1/R^2$ Filter Kernel to Form the "True" Radiation Field
This represents one realization of a draw from the Gaussian RNG



Simulated Background Radiation Field: Gaussian Array Convolved with a “ $1/R^2$ ” 2D Filter Kernel:

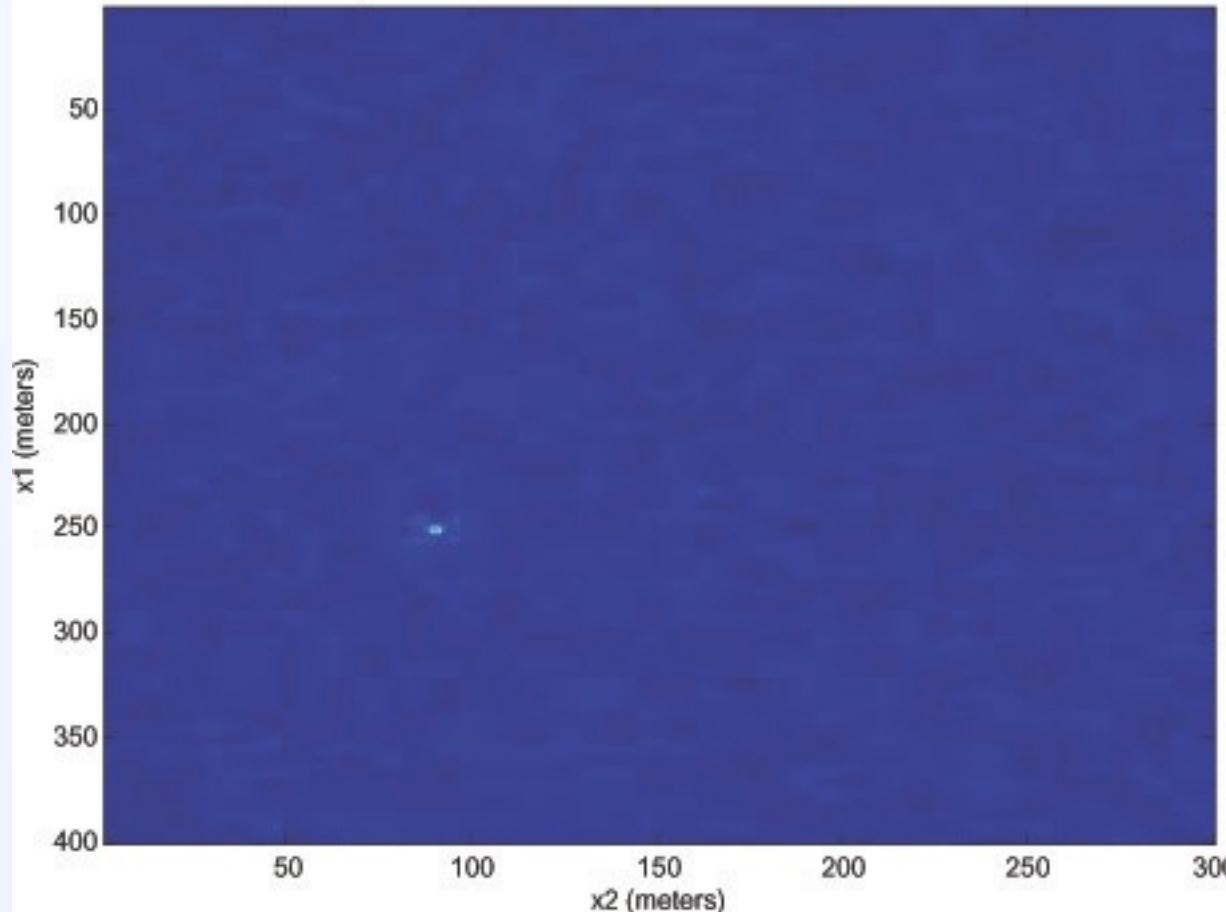
Y bkg = Simulated "True" Background Radiation Field
= a Gaussian Distributed Radiation Field Filtered with a $1/R^2$ Filter Kernel
This represents one realization of a draw from the Gaussian RNG



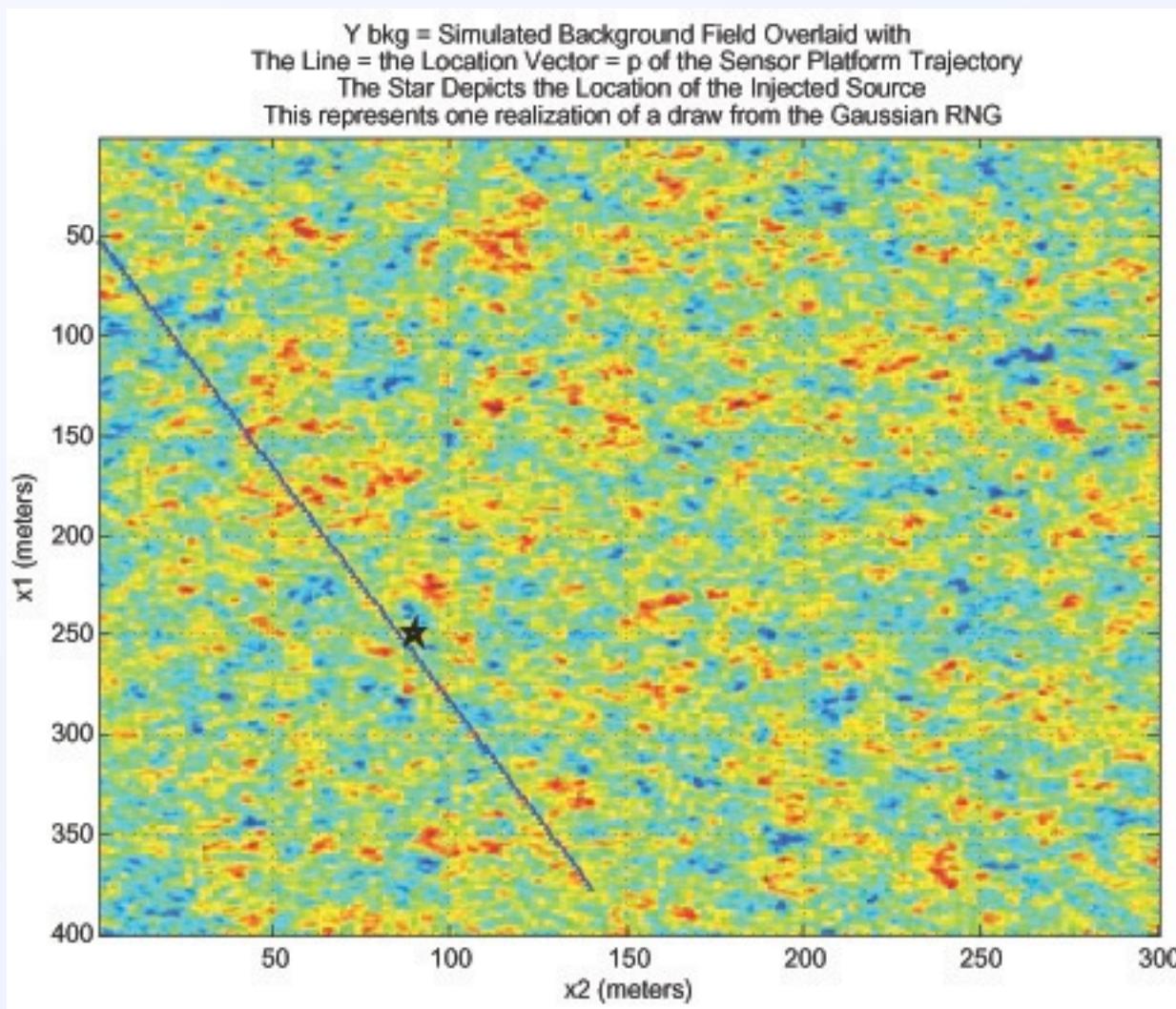
Background Radiation Field + Injected Poisson Point Source Radiation

Y_{inj} = BACKGROUND RADIATION FIELD + SOURCE RADIATION (counts/sec)

Y_{inj} = What the truth would look like once the
radiation is transported to all the grid points
This represents one realization of a draw from the Gaussian RNG

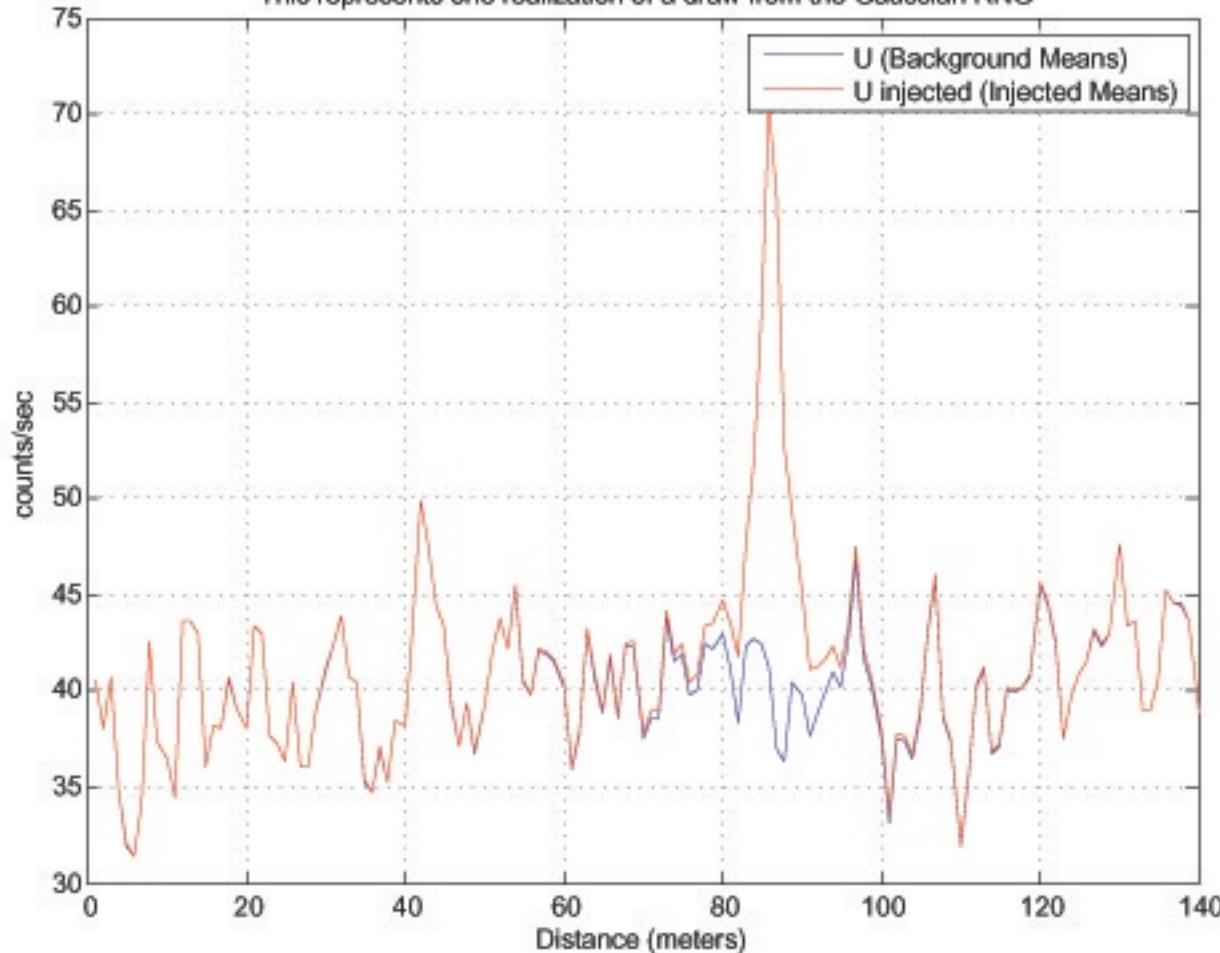


Background Radiation + Point Source Location + Sensor Trajectory

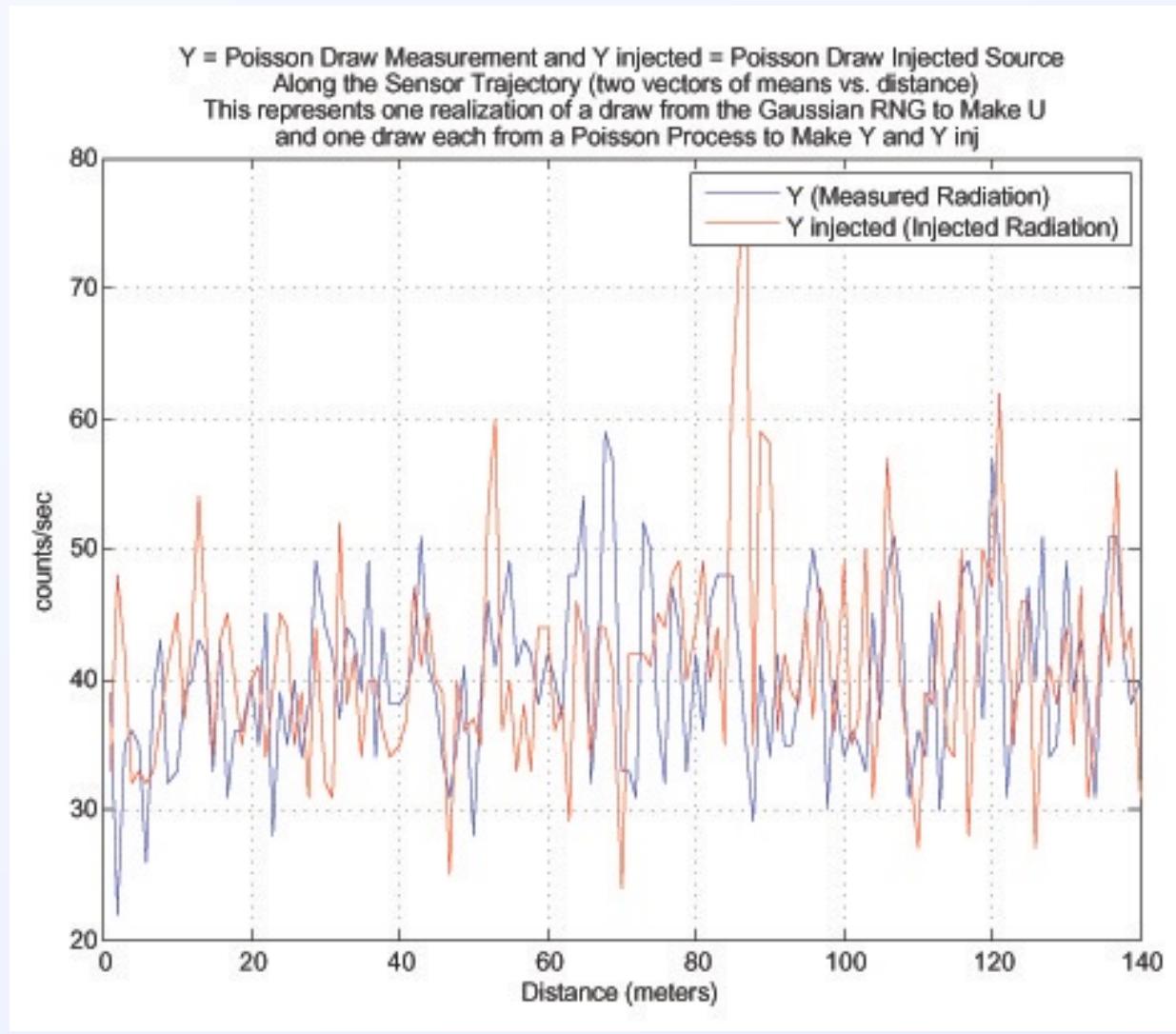


U = Mean of the Poisson BG Measurements and U_{inj} = Mean of the Source Measurements Along the Sensor Trajectory

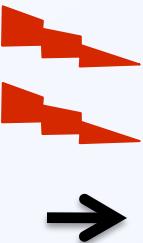
U = Mean of the Poisson Measurements and U_{injected} = Mean of the Injected Source
Along the Sensor Trajectory (two vectors of means vs. distance)
This represents one realization of a draw from the Gaussian RNG



Y = Poisson BG Measurements and Y_{inj} = Poisson Source Measurements Along the Sensor Trajectory



Conclusions and Plans



- Derive and Implement the Background and Source Simulation Algorithms
- Document the Background and Source Simulation Algorithms
- • Derive and Document the Proposed Backpropagation Algorithm
- Implement the Proposed Backpropagation Algorithm and possibly some others
- R&D for a new full inversion algorithm with proximity and energy constraints
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 - For multiple blocks of measurements
- Future Work:
 - Fold in attenuation away from the source: occlusions, shielding, etc.
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“Distributed Nuclear Detector Array (DNDA)” Project: “Data Fusion for High Sensitivity Tracking Using Distributed Mobile Radiation Detector Arrays,” PI: Simon Labov, LLNL, Sponsor: Department of Homeland Security (DHS) Domestic Nuclear Detection Office (DNDO)

Clark_DNDA_Results_2 Preliminary Radiation Field Estimation Results Using the Back Propagation Algorithm June 5, 2009



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Preliminary Results for the Backpropagation algorithm with Simulated Data

- This is the first radiation map result estimated using the Back Propagation algorithm
- I have not yet had time to validate the results
- The program was cancelled today, so I am documenting the results I have to date



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**Experiment E2:
Backpropagation Algorithms to
Estimate the Radiation Field**



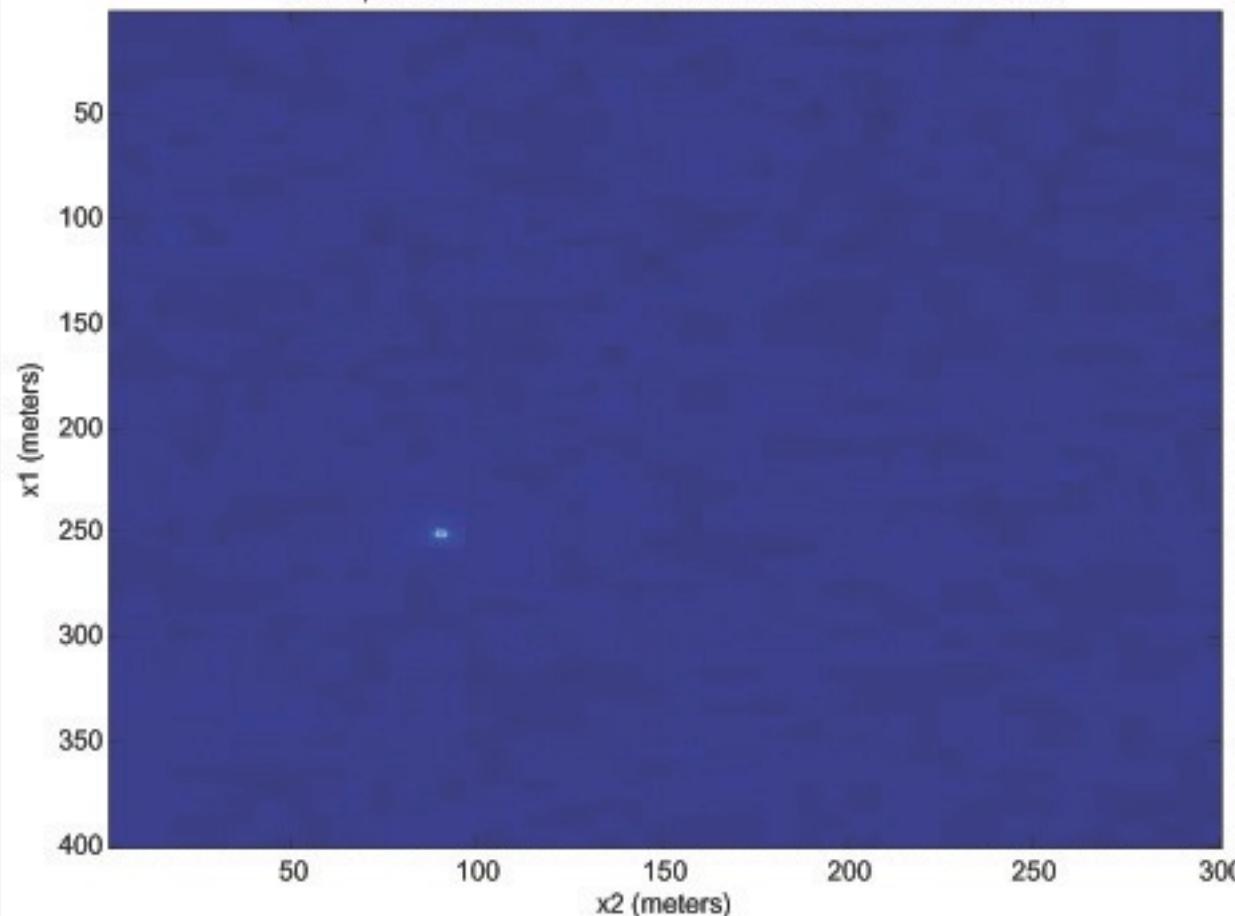
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E2_Src_BGC.pdf

Map of Simulated Background and Source

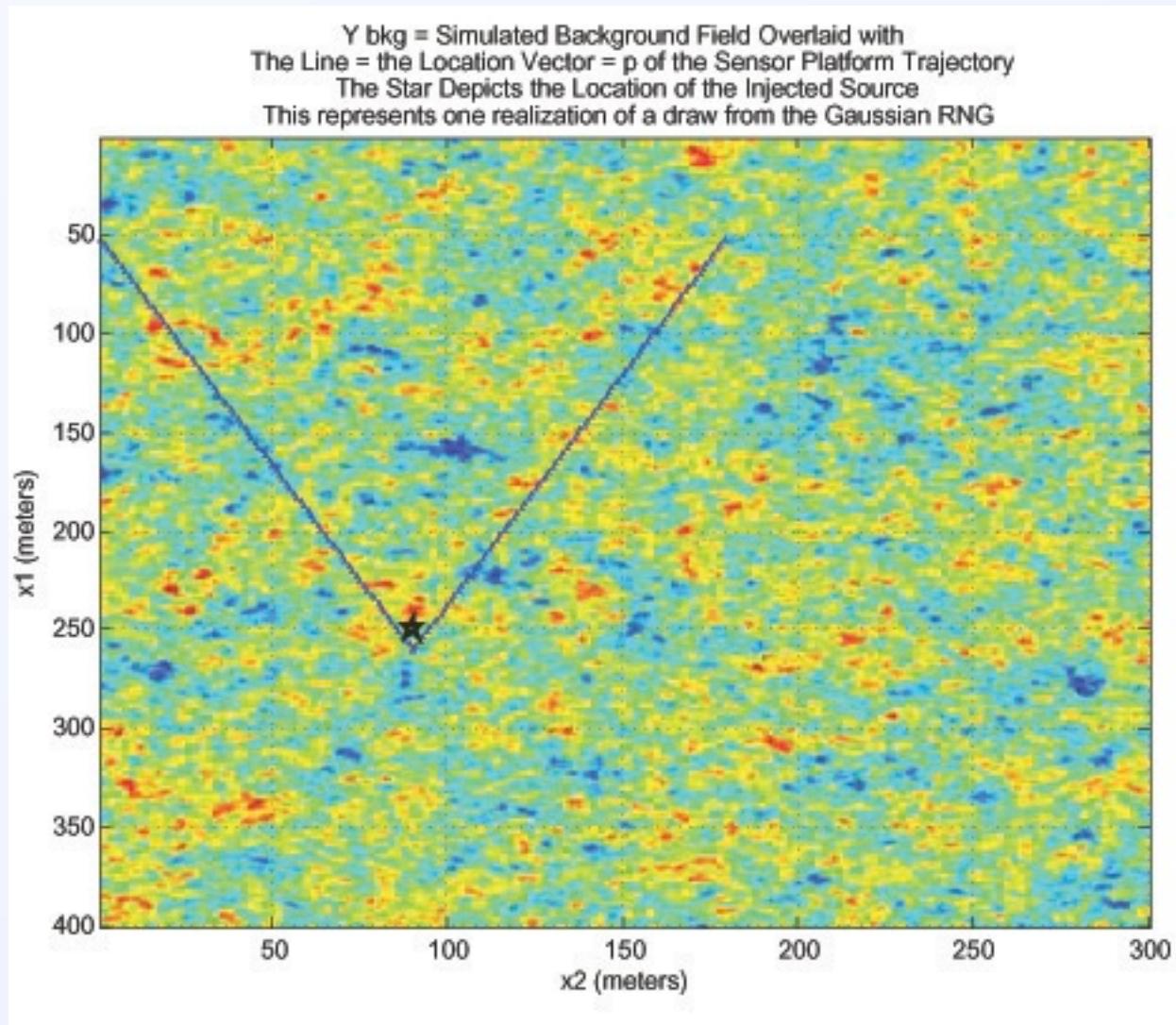
$Y_{inj} = \text{BACKGROUND RADIATION FIELD} + \text{SOURCE RADIATION}$ (counts/sec)

Y_{inj} = What the truth would look like once the
radiation is transported to all the grid points
This represents one realization of a draw from the Gaussian RNG



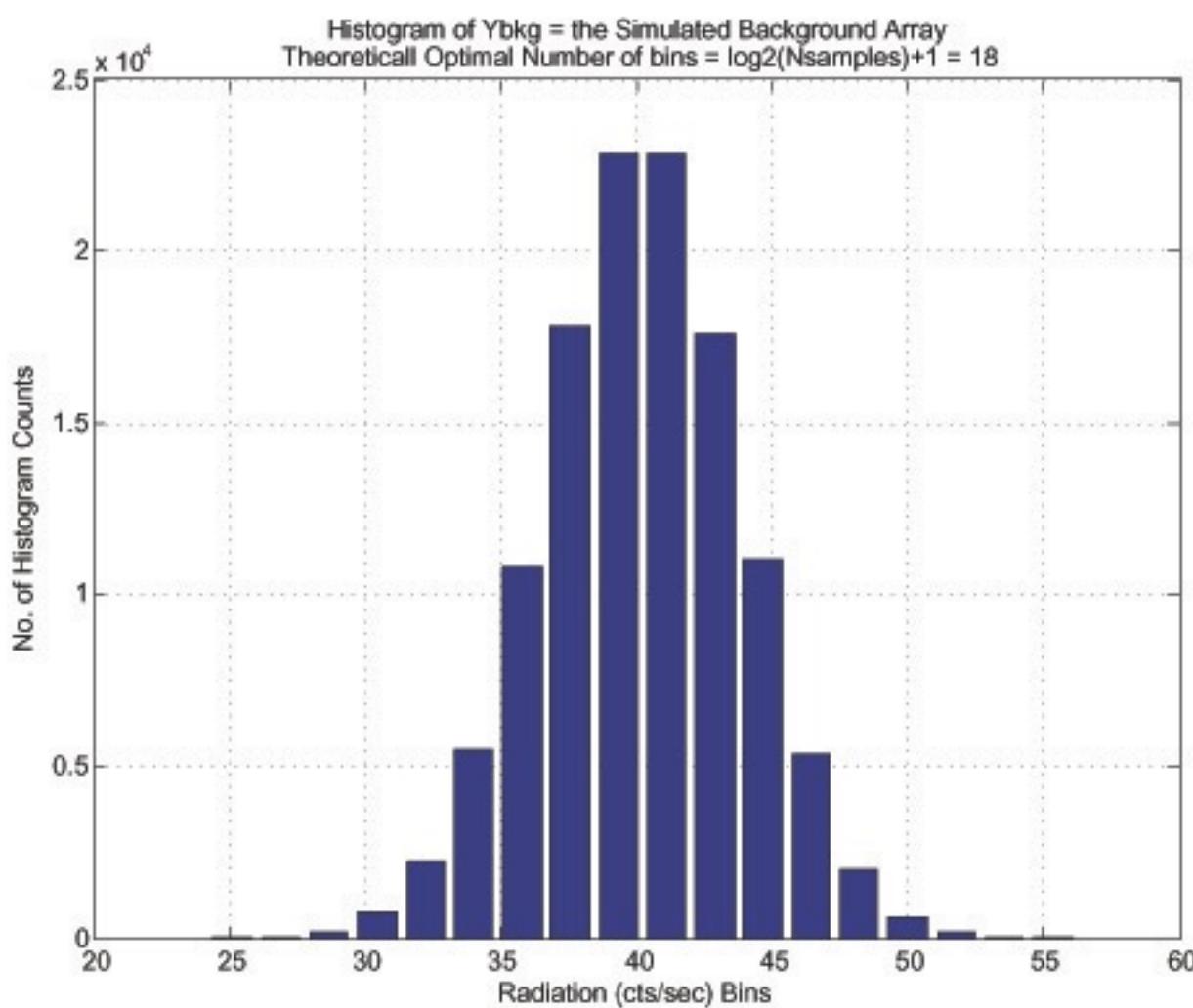
E2_Ybkg_Traj_SrcC.pdf

Background Plus Sensor Trajectory and Source



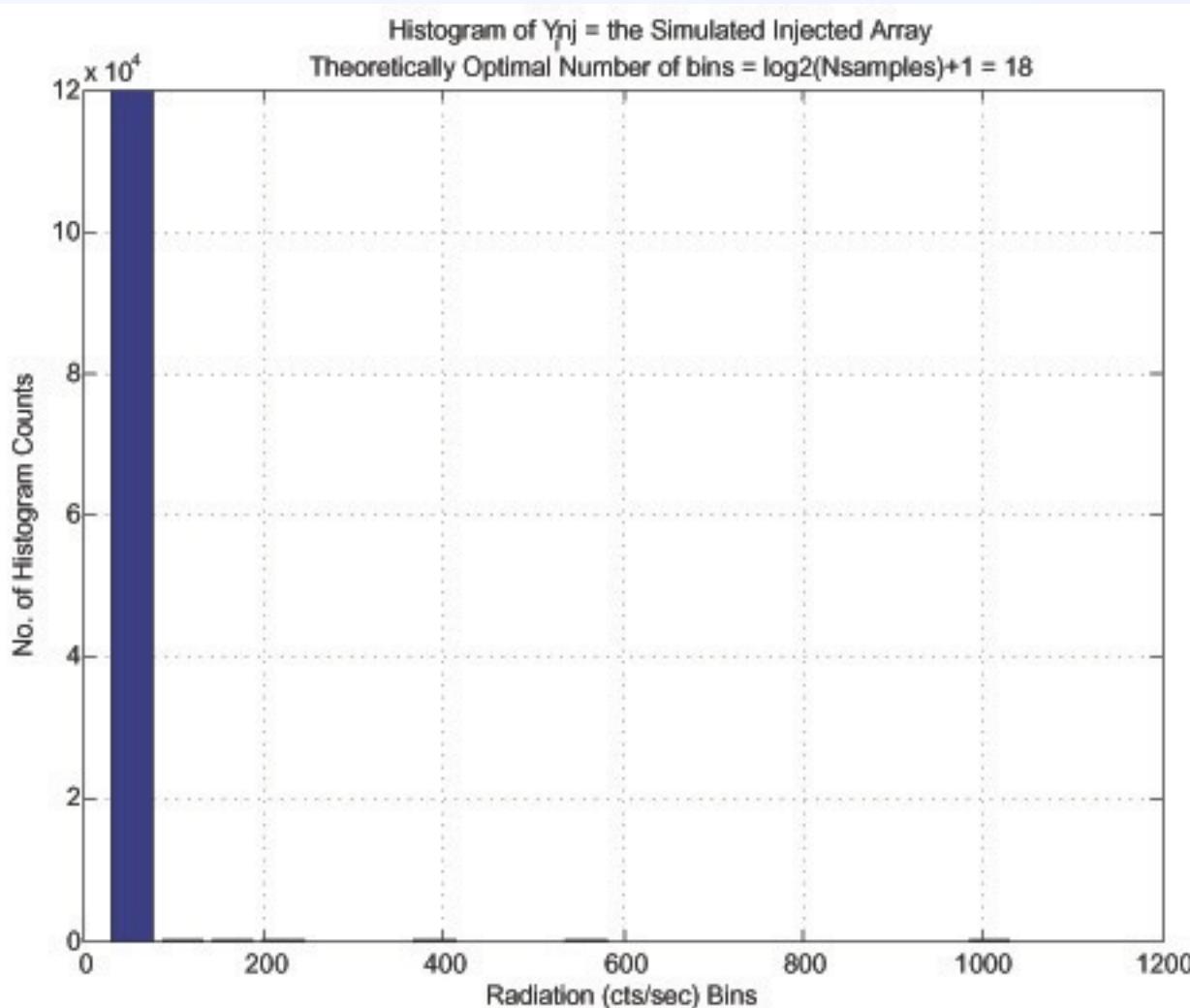
E2_Ybkg_HistoC.pdf

Histogram of the Simulated Background

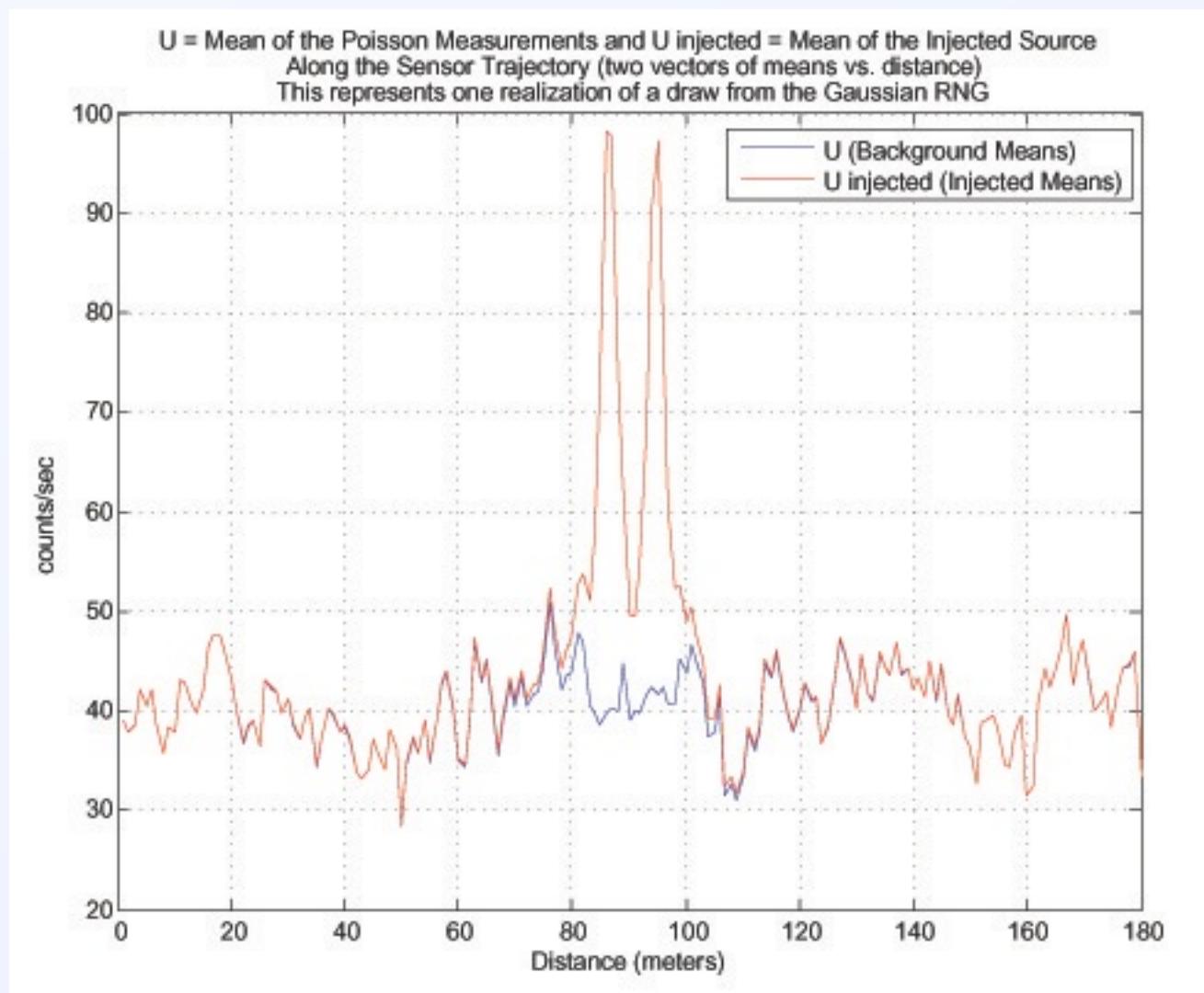


E2_Yinj_HistoC.pdf

Histogram of the Simulated Injected Source

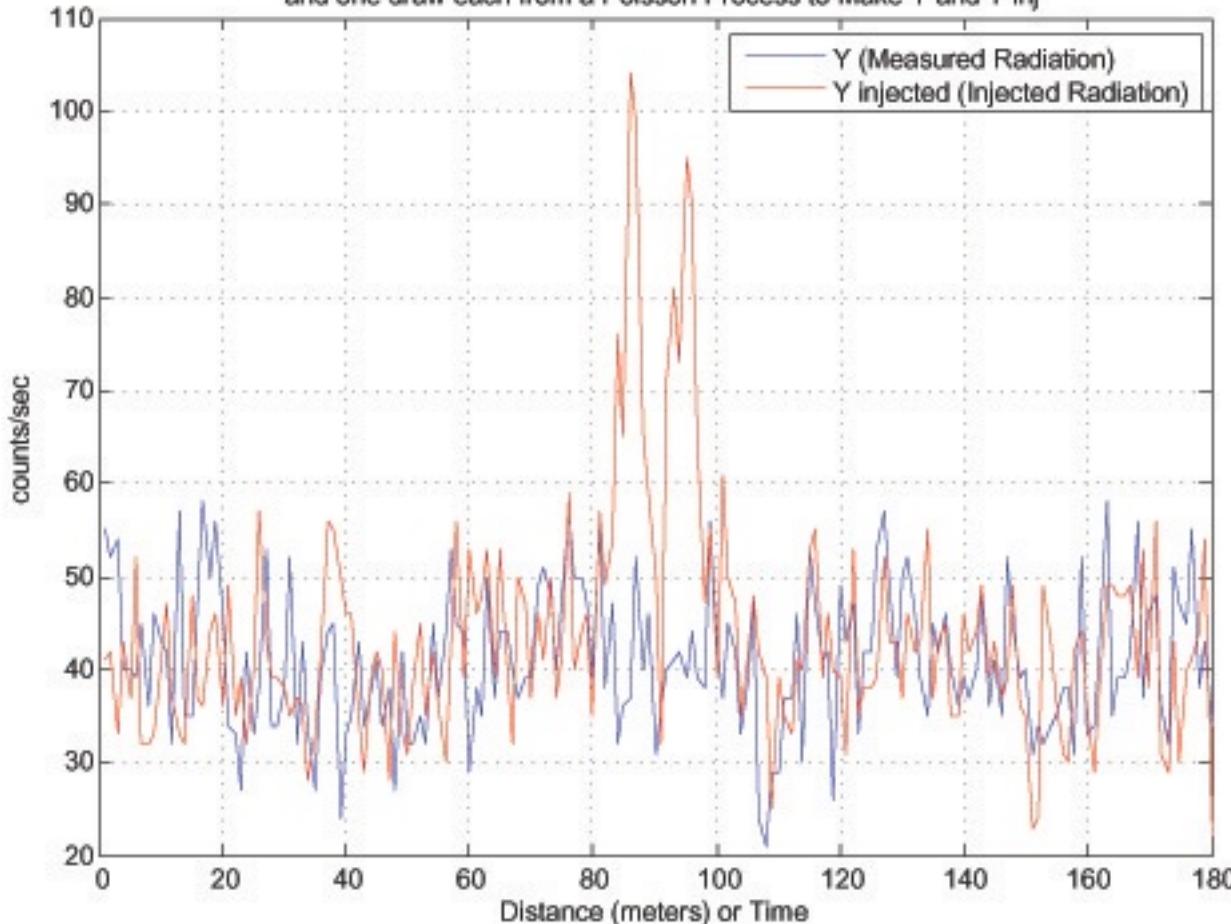


Mean of the Simulated Poisson Measurements



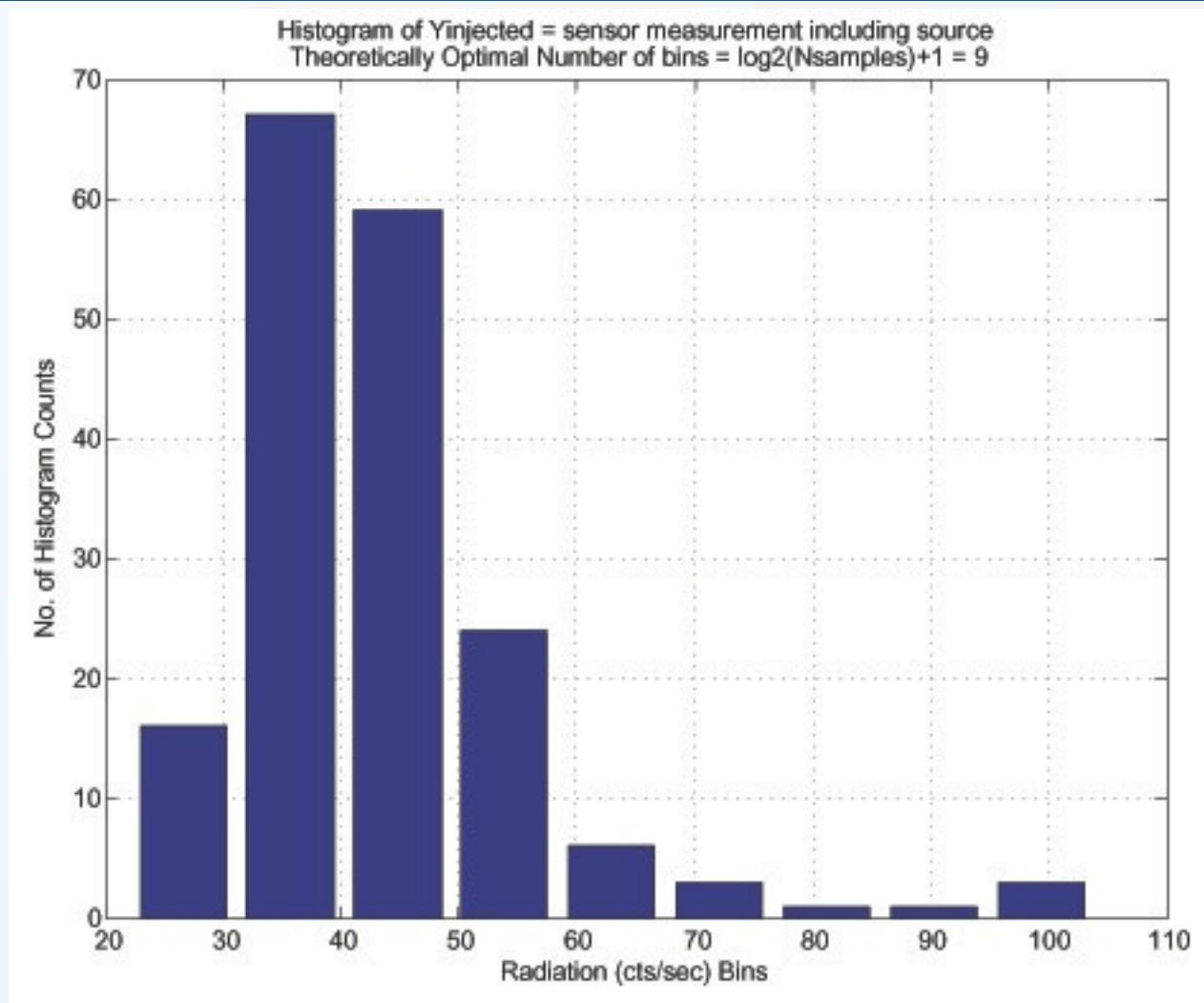
Simulated Measurements Along the Trajectory

Y = Poisson Draw Measurement and Y_{inj} = Poisson Draw Injected Source
Along the Sensor Trajectory (two vectors of means vs. distance)
This represents one realization of a draw from the Gaussian RNG to Make U
and one draw each from a Poisson Process to Make Y and Y_{inj}



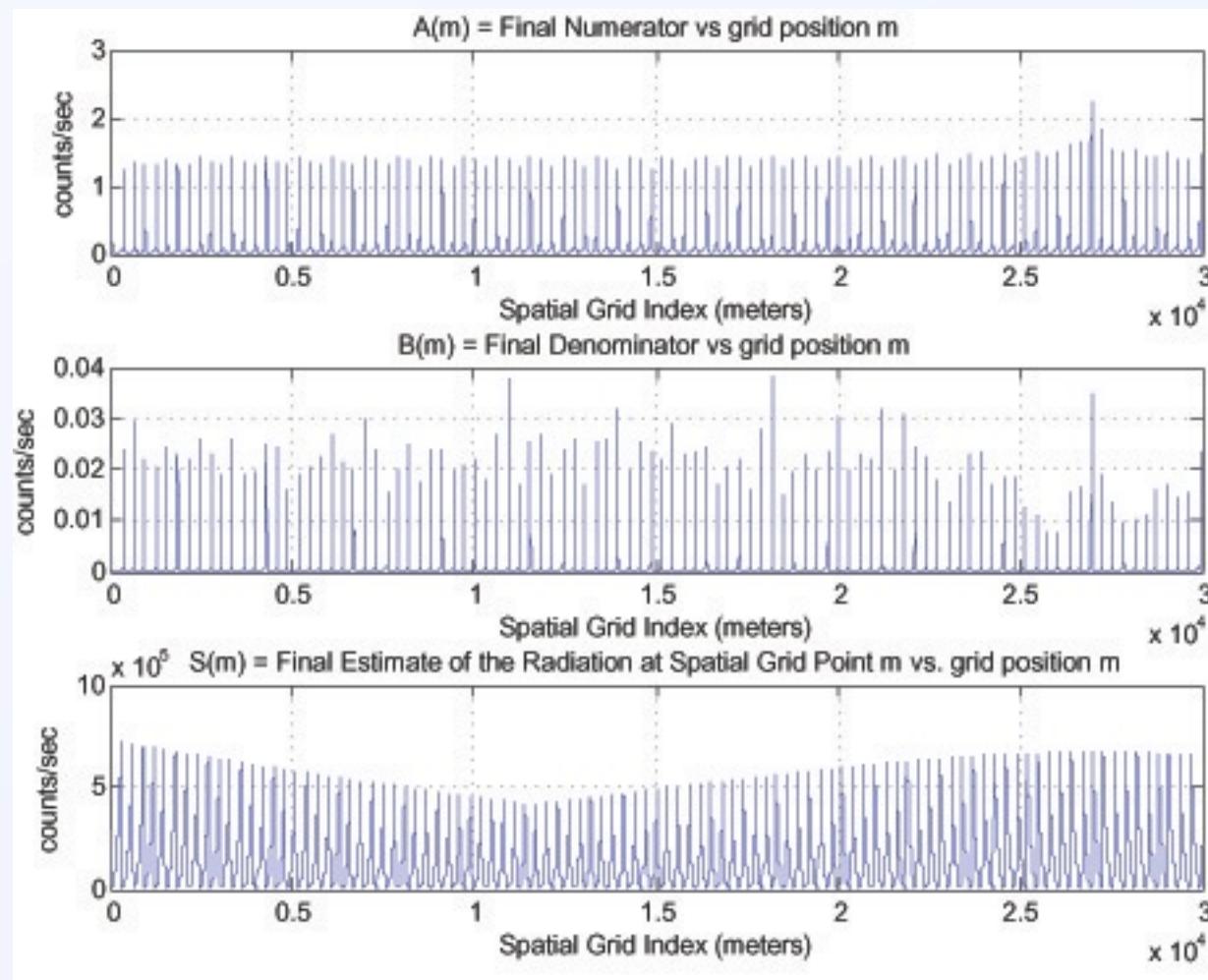
E2_Yinjected_w_SrcC.pdf

Histogram of the Sensor Measurement (w / Source)



E2_A_B_SC.pdf

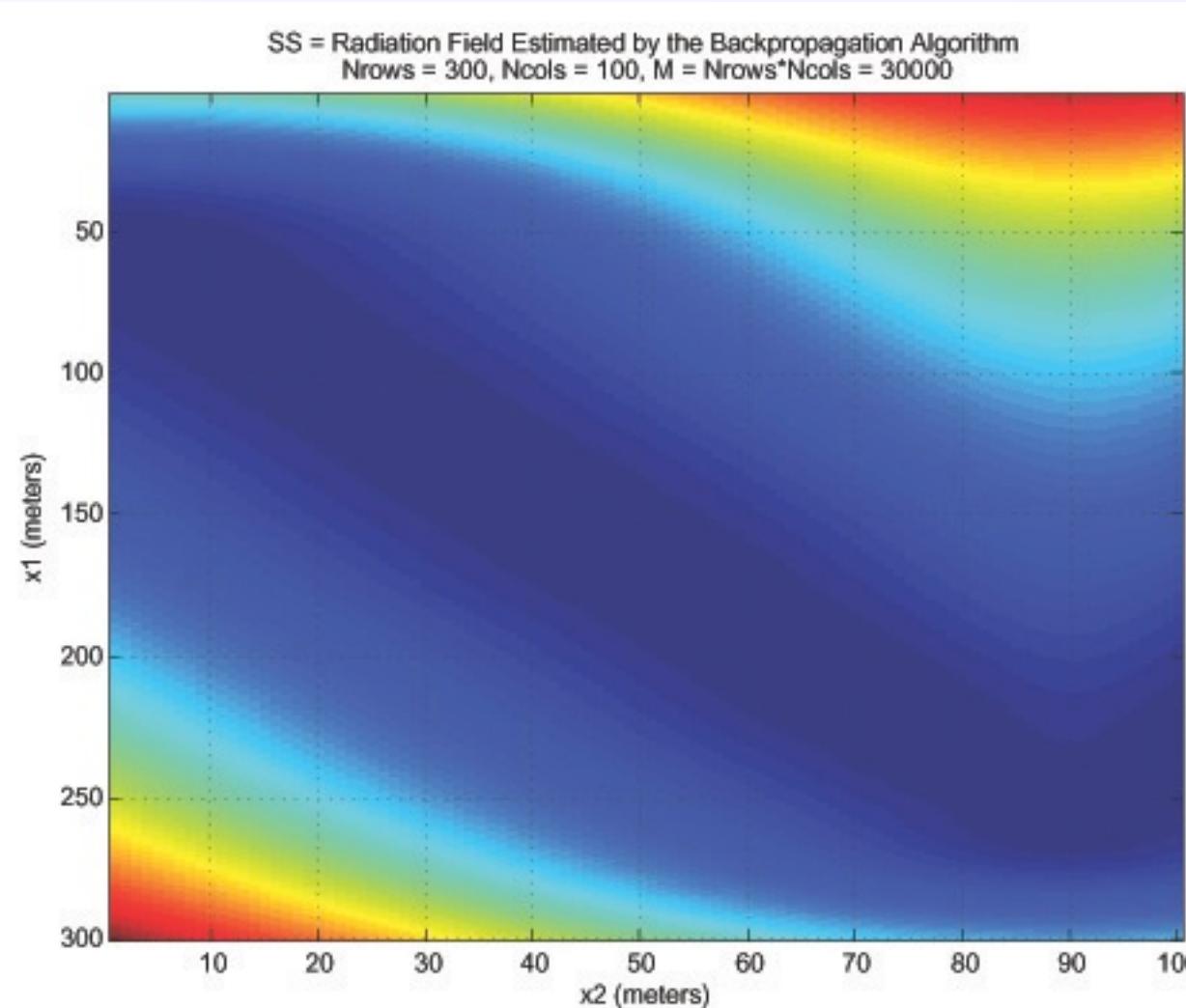
$A(m)$, $B(m)$ and $S(m)$, where $S = A./B$



$S(m)$ denotes the
Estimated Radiation
at Grid Position m

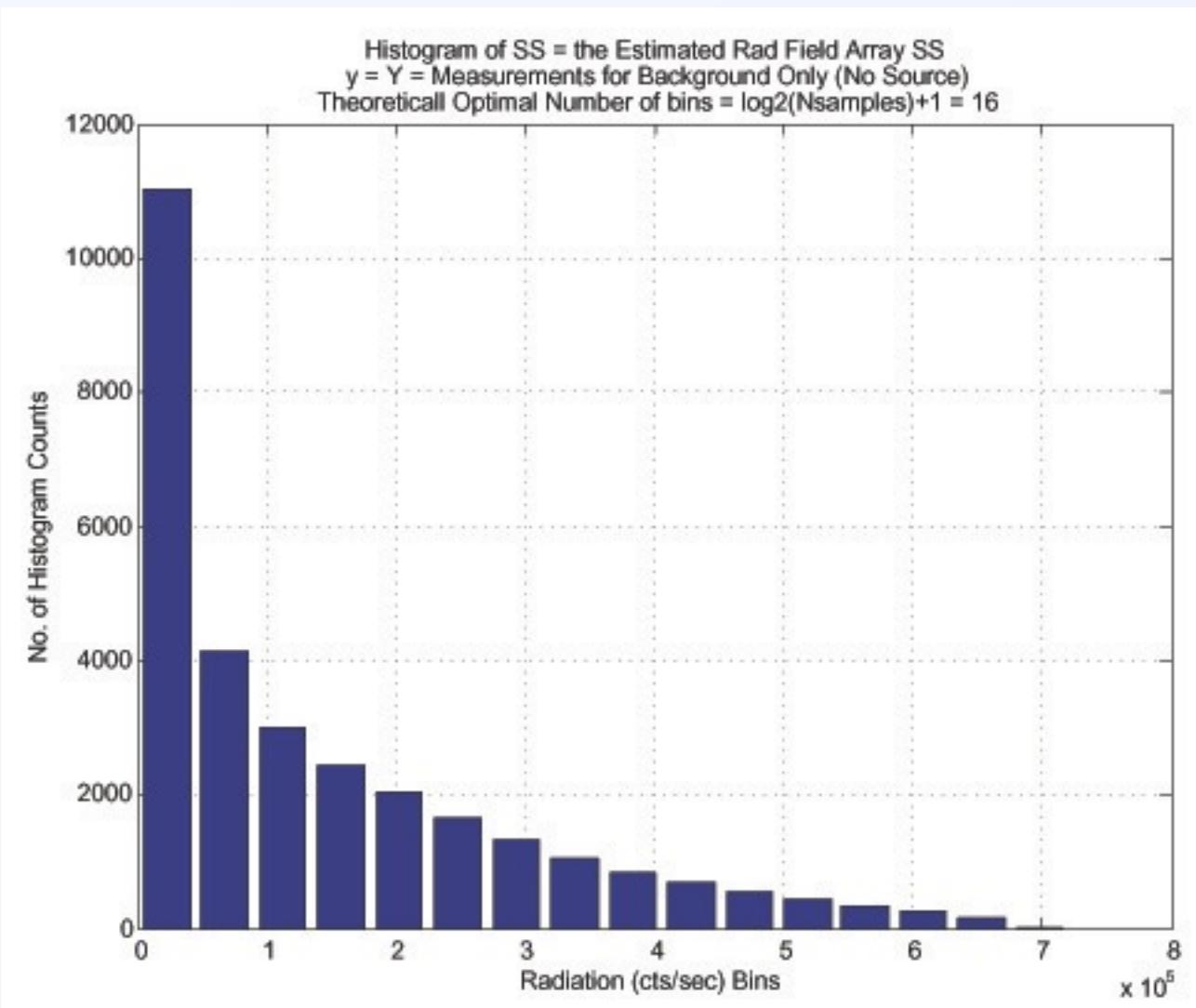
Estimated Radiation Map Using Back Propagation

- Red = High
- Blue = Low



E2_SS_HistoC.pdf

Histogram of the Estimated Radiation Map



Conclusions and Plans

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